

ANYBUG

Young activist hero – privileged background, first-year graduate student

Bug powers are technological, controlled by a wrist unit, manifested as “hard light;” a power pack chest harness doubles its effectiveness

One very public success against a supervillain at great risk

Does not know about the grandfather’s past (no one does)

Disadvantages

Public Identity 10

Psych Lim: Thinks everyone knows entomology (often) [detail: originally insisted on the super-name “the Heteropteran” but it confused people regarding insects *and* sexual orientation] 15

Psych Lim: Idealistic, “everyone will understand if they just listen to each other” (rarely, irrational) 10

Psych Lim: Very brave (rarely, irrational) 10

DNPC aged grandpa who also happens to have been the villain Devour, aged/infirm (limiting, all the time, 15) + disoriented (often, irrational, 20) 35

Unlucky 2d6 10

Unusual Looks 11- (unfortunately repulsive bug forms) 10

Characteristics

Strength 10 Presence 10 Body 10 Speed 5, Defense 10

Power Pack: +3 Body, *Inobvious Focus*

Recovery 13, Stunned 26, Knockout 39, Endurance 52

Rolls

Dexterity 14, Intelligence 13, Ego 11, Perception 13

Skills

Climbing, Computer Programming 13, Lucky 2d6

Powers

Resistant Defense 7

Super Jump 10”

Multipower: Bug Simulator $\frac{1}{2}$ effect without power pack

- Assassin bug: proboscis, +20 Severe Strength
- Stink bug: nasty stink, Flash 4d6
- Bedbug: sucks blood, 8d6 Endurance Drain

Practical notes: Anybug’s full Defense is 17, 7 of which are resistant. The Multipower slots can only be used one at a time, but may be switched as a 0-Phase action. Roll Luck if and when things go badly. Without the power pack (which may be grabbed away or broken), Body is 10, therefore Recovery 10, Stunned 20, Knockout 30, Endurance 40

Build notes: Anybug is a 200 point hero (100 free + 100 Disadvantages), with a ratio of 114.0.

GRIMFIRE

Aging, retired hero – now a partner in a local construction firm

Going public now in support of the younger heroes at this event

Controversial: back in the 90s, considered bad-ass and edgy, acted “outside the law,” frequently but inaccurately perceived as Satanic

Disadvantages

Unusual Looks 11- (scary-looking, scary rep) 10

Psych Lim: Despises hypocrisy (often) 15

Psych Lim: Struggles with despair (often) 15

Psych Lim: Lonely (rare, irrational) 10

Side Effects, triggered by using telepathy: Illusions 6d6 30

Hunted: widespread religious activism, organization, ordinary, ruinous 20

Characteristics

Strength 30 Presence 18 Body 12 Speed 4, Defense 10

Recovery 12, Stunned 24, Knockout 36, Endurance 48

Rolls

Dexterity 13, Intelligence 12, Ego 12, Perception 12

Skills

Detective Work 12, Martial Arts (maneuvers), Find Weakness 11

Powers

Telepathy 4d6, *tied to Detective Work, mild Burnout, no range*

Elemental Control: Hellish Fury

- Force Field 9 + Aura 2d6 Endurance Drain
- Strike (adds): 2d6 Presence Drain
- Missile Deflection usable for others, *2x Endurance*

Practical notes: Grimfire’s full Defense including the Force Field is 19, 9 of which is resistant. His “older hero” concept permits Perception and Intelligence rolls concerning identities, tactics, and context.

Build notes: Grimfire is a 200 point hero (100 free + 100 Disadvantages), with a ratio of 109.0.

THE WHICH

Young activist hero – devotes effort to maintaining ordinary life in a complex family with high expectations

Powers are tactically and philosophically demanding, as well as attracting powerful entities' attention

There's considerable public interest in the symbolic power of potential unmasking at event

Secret Identity 15

Side Effect: 20 points, opposite of whatever VPP is used for

Psychological Limitation: Complex morality, understands both sides (often) 15

Psychological Limitation: Brutally honest (rarely) 5

Psychological Limitation: Determined to deconstruct the Domain (rarely, irrational) 10

DNPC: twin (Unlucky 10, Hunted: the Domain 20) 30

DNPC: parents (Psych Lim: Homophobic, rarely 5) 5

Characteristics

Strength 14 Presence 15 Body 12 Speed 4, Defense 10

+10 Presence when using Variable Power Pool

Rolls

Dexterity 13, Intelligence 11, Ego 12, Perception 11

Skills

Lucky 3d6, Stealth 13

Powers

Stealth-based Invisibility to ordinary vision

Teleport only when invisible

Variable Power Pool 40: This/That

- Control Cost Tricky ½
- Control skill: Think Twice 12

Practical notes: The Which relies on strategizing the opposite effects of the Variable Power Pool and Side Effects, in a particularly intertwined net of Disadvantages. The Which has no default defenses and relies upon surprise and disappearance, unless using the Variable Power Pool.

Build notes: The Which is a 200 point hero (100 free + 100 Disadvantages), with a ratio of 112.0.

RUBY RAY

Young activist hero – marginalized, disaffected, rejects mainstream lifestyles

Dark Web DJ, underground reputation and income

Several public appearances and heroic actions, including exposing Killer Coil's identity, but has yet to face a dangerous supervillain

Disadvantages

Public Identity 10

Psych Lim: Values and acknowledges marginalized persons' selfhood (often) 15

Psych Lim: Brash (rarely) 5

Vuln: 2x Knockout from red-colored attacks 25

Susceptibility: 3d6 Destructive damage from red things 15

Side Effects, triggered by taking damage: 10 points Darkness (sticks to him) 10

Hunted: Killer Coil (super-powered, ruinous) 20

Characteristics

Strength 15 Presence 12 Body 14 Speed 6, Defense 10

+30 Strength, *only when flying*

Rolls

Dexterity 12, Intelligence 11, Ego 11, Perception 11

Skills

+1 with Move-attacks

Acrobatics, Detective Work 11

Powers

Elemental Control: Red Laser transformation

- Flight 20 hexes, *linear only, half to top speed only*
- Flash 4d6 *only at end of flight path, no range*
- Force Field +15 resistant

Practical notes: with the Force Field up, Ruby Ray has 25 total Defense, 15 of it resistant. Ruby Ray is very effective at "crash" and "swipe" attacks, or may choose to end a 10-hex flight path with a blinding flash. The Flight may turn corners for multiple linear paths, using Acrobatics.

Build notes: Ruby Ray is a 200 point hero (100 free + 100 Disadvantages), with a ratio of 113.5.

VILLAINS

DEVOUR

Devour is like the Hulk if the Hulk had Morbius' murderous/atrocious condition and weren't plot-armored against accidentally killing people.

Disadvantages

Secret Identity 15

Dependence: human flesh 10

Memory loss when hungry, limiting 10

Psych Lim: Desperately seeking cure (sometimes, meltdown) 15

Psych Lim: Infuriated when people don't listen (sometimes, irrational) 10

Enrage, triggered when attacked 14 or less, recovery 8 or less 25

Unusual Looks 14 or less 15

Hunted: Military (organization, extensive, manipulative) 20

Unlucky 1d6 5

Characteristics

Strength 10/20/30/40* Presence 12 Body 12 Speed 2/3/4/5*, Defense 10/5R of the 10/10R/15R*

* *graded by Multipower slot*

All of Strength is Piercing, 2d6 is Severe

Rolls

Dexterity 12, Intelligence 11 Ego 11

Skills

Stealth 12

Powers

Instant Change, Life Support (gas/vacuum/any), Awareness (empathy), 1x Ego Defense

Multipower 40, *tied to Psychological Limitations*

- Basic: Growth 1, Density Increase 1, 2 Body (with full values)
- Stressed (Irrational): Growth 2, Density Increase 1, 1 Body (with full values)
- Berserk (Enraged): Growth 3, Density Increase 1

Devour is a 225 point villain (100 free + 125 Disadvantages), with a ratio of 127.1.

KILLER COIL

Disadvantages

Dependent: regular mental clearance 15

Public Identity 15

Open-slot mission-defined values (often, irrational) 20

Consummate professional (often) 15

Limits of programming when values conflict (sometimes, meltdown) 15

Hunted: pretty much all law enforcement 20

Requires assisted living (some of the time, limiting) 10

DNPC: mentor/maintenance zillionaire (public identity 10, sometimes idealistic 5) 15

Characteristics

Strength 23 Presence 15 Body 12 Speed 5, Defense 15,

Resistant Defense 5 *Obvious Focus*

Dexterity 13, Intelligence 11 Ego 11

+2 Intelligence *Obvious Focus*

Skills

Security Systems 11/13, Martial Arts (all)

Powers

Awareness (mission investigation, regional, high-tech, analyze) tied to Security Systems, Shutdown

Awareness (orientation) *inobvious focus*

Stretching 3 hexes

Extra limbs x2

1d6 Flash Strike (adds)

Killer Coil is a 225 point villain (100 free + 125 Disadvantages), with a ratio of 119.6

DOMAIN

Disadvantages

Secret Identity (two) 30
Establishment complacency (often, irrational) 20
Odd consensus mind (often) 15
Homophobic (rarely, irrational) 10
Enrage: explicitly ideologically defied 11/11 10
Hunted by The Which (super, ruinous) 20
Side Effect (mind control broken) 3d6 Entangle + 1d6 Blast 35

Characteristics

Strength 10 Presence 20 Body 13* Speed 3/6* Defense 20/10R
* ¼ Limitation Tricky or Burnout depending on type

Rolls

Dexterity 11, Intelligence 12 Ego 14

Skills

Mental Discipline

Powers

Flight 5" 10 at ¼ = 8
2d6 Knockback resistance linked to Aura at ¼
Elemental Control: "Make my reality" ¼ Lim
• Mind Control 10d6 Separate x2 ¼ Lim
• High Impact 5d6 Blast Aura 0 Endurance ¼ Lim

Domain is a 240 point villain (100 free + 140 Disadvantages), with a ratio of 118.75